

IN THE CLAIMS:

Please amend claims 23, 25, 27, 28, 29, 34, 35 and 36 as follows.

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23. (Amended) A speech outputting game machine, comprising:

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a plurality of phrase databases each corresponding to predetermined [conditions respectively] condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;

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processing means for selecting a phrase database corresponding to [said] a predetermined [conditions] condition when said predetermined [conditions are] condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means , whereby different ones of said plurality of

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concl alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.

B2
25. (Amended) A speech outputting game machine according to claim 23, wherein said processing means suspends the output of said phrase data according to [the] a phrase suspension command included in said specific command data.

27. (Amended) A speech outputting game machine according to claim 23, wherein said command data includes a wild card command; and wherein said processing means determines and outputs phrase data based on said game progress for the wild card command included in [said predetermined] a selected command.

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28. (Amended) A speech outputting game machine according to claim 23, wherein the command data stored in said first phrase database includes a jump command for designating a second phrase database; and wherein said processing means selects a second phrase database according to the jump command included in said [specified] command data, and selects a specific command data according to predetermined procedures among the plurality of command data stored in said selected second phrase database.

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WMC

29. (Amended) A speech outputting game machine according to claim 23,
further comprising a second phrase database having different contents from and
corresponding to [said] a first phrase database; wherein said processing means
uses said second phrase database instead of said first phrase database according to
predetermined replacement conditions.

Subj 27

34. (Amended) A recording medium storing a program for causing a game
machine to realize predetermined functions, comprising:
means for storing a plurality of phrase databases each corresponding
to
a predetermined [conditions] condition [, respectively], wherein said phrase
databases store a plurality of command data including at least one or more
commands representing a plurality of phrases some of which are related and
equally appropriate for a specified predetermined condition; respectively;
means for selecting a phrase database corresponding to said
predetermined conditions when said predetermined conditions are satisfied during
the progress of the game, selecting a specific command data based on
predetermined procedures among the plurality of command data stored in the

~~selected phrase database, and outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and~~

~~means for outputting to a speech output device said output phrase data , whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.~~

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alt
35. (Amended) A speech outputting method in a game machine, comprising the steps of:

storing a plurality of phrase databases each corresponding to a predetermined conditions [, respectively], wherein said phrase databases store a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition; respectively;

selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures

Patent Application of MURASAKI et al.

Serial No.: 08/828,417

Art Unit:

among the plurality of command data stored in the selected phrase database, and outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

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outputting to a speech output device said output phrase data.

36. (Amended) A speech outputting method in a game machine according to claim 35, further comprising the step of replacing [said] a first phrase database with a second phrase database having different contents therefrom according to predetermined replacement conditions , whereby different ones of said plurality of alternative related phrases may be generated ~~upon the occurrence of the same condition during the progress of the game.~~

REMARKS

This Preliminary Amendment is responsive to the Final Rejection mailed November 9, 1999. The Examiner's comments have been carefully considered.

Applicants request a two-month extension of time to extend the due date in the underlying application Serial No. 08/828,417 herein from February 9, 2000, to April 9, 2000. The two-month extension fee of \$380.00 is included in the